L Number	Hits	Search Text	DB	Time stamp
1	694	(273/243,430,431).CCLS.	USPAT; US-PGPUB	2004/05/27 10:17
-	474	game and categor$ and team and (question or quiz or qurrr$ or trivi$)	USPAT	2004/05/26 10:36
-	0	(game and categor$ and team and (question or quiz or qurrr$ or trivi$)) and ((each adj player)same team)	USPAT	2004/05/26 09:16
-	0	(game and categor$ and team and (question or quiz or qurrr$ or trivi$)) and (each adj player)	USPAT	2004/05/26 09:20
-	0	game and categor$ and team and (question or quiz or qurrr$ or trivi$)and (each adj player)	USPAT	2004/05/26 09:16
-	0	(game and categor$ and team and (question or quiz or qurrr$ or trivi$)) and ((each adj member)same team)	USPAT	2004/05/26 09:16
-	0	(game and categor$ and team and (question or quiz or qurrr$ or trivi$)) and (each near2 player)	USPAT	2004/05/26 09:17
-	0	(game and categor$ and team and (question or quiz or qurrr$ or trivi$)) and (each near2 member)	USPAT	2004/05/26 09:17
-	0	(game and categor$ and team and (question or quiz or qurrr$ or trivi$)) and (all near2 player)	USPAT	2004/05/26 09:20
-	362	(game and categor$ and team and (question or quiz or qurrr$ or trivi$)) and answer	USPAT	2004/05/26 09:20
-	464	(game and categor$ and team and (question or quiz or qurrr$ or trivi$)) and (answer or respon$)	USPAT	2004/05/26 09:21
-	172	(game and categor$ and team and (question or quiz or qurrr$ or trivi$)) and (match same(answer or respon$))	USPAT	2004/05/26 09:22
-	38	(game and categor$ and team and (question or quiz or qurrr$ or trivi$)) and (match near6(answer or respon$))	USPAT	2004/05/26 09:33
-	134	((game and categor$ and team and (question or quiz or qurrr$ or trivi$)) and (match same(answer or respon$))) not ((game and categor$ and team and (question or quiz or qurrr$ or trivi$)) and (match near6(answer or respon$)))	USPAT	2004/05/26 09:33
-	12	(((game and categor$ and team and (question or quiz or qurrr$ or trivi$)) and (match same(answer or respon$))) not ((game and categor$ and team and (question or quiz or qurrr$ or trivi$)) and (match near6(answer or respon$)))) and 273/$.ccls.	USPAT	2004/05/26 09:34
-	149	(game and categor$ and team and (question or quiz or qurrr$ or trivi$)) and (common same (answer or respons$))	USPAT	2004/05/26 09:43
-	29	(game and categor$ and team and (question or quiz or qurrr$ or trivi$)) and (common adj (answer or respons$))	USPAT	2004/05/26 09:43
-	0	game and categor$ and team and (question or quiz or qurr$ or trivi$) and (each adj player)	USPAT	2004/05/26 10:24
-	0	game and categor$ and team and (question or quiz or qurr$ or trivi$) and (each near2 player)	USPAT	2004/05/26 10:25
-	474	game and categor$ and team and (question or quiz or qurr$ or trivi$)	USPAT	2004/05/26 10:25
-	0	each adj player	USPAT	2004/05/26 10:26
-	0	each near2 player	USPAT	2004/05/26 10:26
-	0	each near2 player	USPAT	2004/05/26 10:27
-	0	each near3 player	USPAT	2004/05/26 10:27
-	4835	(question or quiz or qurrr$ or trivi$) and game	USPAT	2004/05/26 10:28
-	1616	((question or quiz or qurrr$ or trivi$) and game) and categor$	USPAT	2004/05/26 10:29

–	474	((((question or quiz or qurrr$ or trivi$) and game) and categor$) and team	USPAT	2004/05/26 10:29
–	0	(((((question or quiz or qurrr$ or trivi$) and game) and categor$) and team) and (each same player)	USPAT	2004/05/26 10:38
–	0	(((((question or quiz or qurrr$ or trivi$) and game) and categor$) and team) and each and player	USPAT	2004/05/26 10:30
–	0	(((((question or quiz or qurrr$ or trivi$) and game) and categor$) and team) and ("each" adj player)	USPAT	2004/05/26 10:34
–	1522	each	USPAT	2004/05/26 10:34
–	0	(((((question or quiz or qurrr$ or trivi$) and game) and categor$) and team) and "each player"	USPAT	2004/05/26 10:35
–	0	(((((question or quiz or qurrr$ or trivi$) and game) and categor$) and team) and each	USPAT	2004/05/26 10:35
–	0	(((((question or quiz or qurrr$ or trivi$) and game) and categor$) and team) and "each"	USPAT	2004/05/26 10:35
–	0	Bundy.in. and each	USPAT	2004/05/26 10:37
–	73	(((((question or quiz or qurrr$ or trivi$) and game) and categor$) and team) and (team adj player)	USPAT	2004/05/26 10:40
–	0	(((((question or quiz or qurrr$ or trivi$) and game) and categor$) and team) and (each adj1 player)	USPAT	2004/05/26 10:40
–	327	(((((question or quiz or qurrr$ or trivi$) and game) and categor$) and team) and (each adj$1 player)	USPAT	2004/05/26 10:41
–	77	(((((question or quiz or qurrr$ or trivi$) and game) and categor$) and team) and (each adj$1 (team adj player))	USPAT	2004/05/26 10:48
–	295	(((((question or quiz or qurrr$ or trivi$) and game) and categor$) and team) and (each adj$4 (team near2 player))	USPAT	2004/05/26 11:03
–	247	(((((question or quiz or qurrr$ or trivi$) and game) and categor$) and team) and (each adj$4 (team near2 member))	USPAT	2004/05/26 11:04
–	22	(((((question or quiz or qurrr$ or trivi$) and game) and categor$) and team) and ((each adj$4 (team near2 member))near4 (answer or respons$))	USPAT	2004/05/26 11:18
–	29	(((((question or quiz or qurrr$ or trivi$) and game) and categor$) and team) and ((each adj$4 (team near2 player))near4 (answer or respons$))	USPAT	2004/05/26 11:18
–	24	(US-6409171-$ or US-6019370-$ or US-6322074-$ or US-5480157-$ or US-5746431-$ or US-5660389-$ or US-5273431-$ or US-6533278-$ or US-5449177-$ or US-4736954-$ or US-5106097-$ or US-6349942-$ or US-5308077-$ or US-4273337-$ or US-4984805-$ or US-4932667-$ or US-4854594-$ or US-6059290-$ or US-4940239-$ or US-4714255-$ or US-6267376-$ or US-6431545-$ or US-5486006-$ or US-6267379-$).did.	USPAT	2004/05/26 13:14
–	9	(((((question or quiz or qurrr$ or trivi$) and game) and categor$) and team) and (rank near4 (respons$ or answer))	USPAT	2004/05/26 13:25
–	8	(((((question or quiz or qurrr$ or trivi$) and game) and categor$) and team) and (rank near4 respons$)	USPAT	2004/05/26 13:31
–	8	(game and categor$ and team and (question or quiz or qurrr$ or trivi$)) and (rank near4 respons$)	USPAT	2004/05/26 13:31

–	0	((game and categor$ and team and (question or quiz or qurrr$ or trivi$)) and (rank near4 respons$)) not (((((question or quiz or qurrr$ or trivi$) and game) and categor$) and team) and (rank near4 respons$))	USPAT	2004/05/26 13:31
–	1	(game and categor$ and team and (question or quiz or qurrr$ or trivi$)) and (rank near4 answer)	USPAT	2004/05/26 13:32